FROM THE MINUTE YOU WAKE UP,

THE WORLD IS NOT QUITE RIGHT.

A power blackout has caused your alarm to go off an hour late, the last piece of bread burns in the toaster and there's no milk for your coffee.

Immediately after breaking a shoestring, you discover a stain on the favorite shirt you're wearing to an important lunch date.

WHEN FOUR TOTAL STRANGERS SAY, "YOU LOOK TIRED" ON THE WAY TO WORK,

YOU REALIZE

THAT IT'S NOT GOING TO GET ANY BETTER.

SOONER OR LATER IT HAPPENS TO EVERYONE, BUT MOST BAD DAYS DON'T INCLUDE THE POSSIBILITIES OF PLAGUE DEATH, BEING STALKED BY A PSYCHOTIC KILLER AND HAVING THE FAMILY BUSINESS SHUT DOWN BY THE IRS. IT MAY BE TRUE THAT NO ONE ESCAPES DEATH AND TAXES, BUT SELDOM DOES ANYONE DEAL WITH BOTH ON THE SAME DAY.

While **THE RESIDENTS' BAD DAY ON THE MIDWAY** may be a little more extreme than most, its goal is the same as any other bad day:

SURVIVAL!

TABLE OF CONTENTS

• INSTALLATION •

MACINTOSH:

Insert the CD.
Double click on the Installer icon.
Click Install for the default installation,
or on the Custom button for other options.

Clicking on the Custom button allows you to
specify a PowerPC or a 68k system,
and the version of QuickTime and Sound
Manager to be installed.

WINDOWS 3.X:

Insert the CD.
Go to the Program Manager's File Menu.
Select Run.
Type D:\Setup\BDMInstl.exe
(where D is the drive letter of your CD).

WINDOWS 95:

Insert the CD.
Double click on the BAD DAY ON THE MIDWAY
CD-ROM icon.
Open the Setup folder.
Double click on the Bdminstl icon.

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GETTING STARTED

YOU CAN BEGIN YOUR GAME BY OPENING THE BAD DAY
APPLICATION THAT YOU HAVE INSTALLED ON YOUR HARD DRIVE.

SAVE
You can save your current game by hitting COMMAND-S on a Macintosh,
or CONTROL-S on a Windows system. A standard Save dialogue box will appear and you will
be asked to name the game you want to save.

RESTORE
You can restore a previously saved game by hitting COMMAND-O on a Macintosh,
or CONTROL-O on a Windows system. An Open dialogue box will appear, and you will be able to
select and open the saved game you wish to restore.

PAUSE
You can pause the game by hitting COMMAND-P on a Macintosh, or CONTROL-P on a Windows
machine. Hitting COMMAND-P or CONTROL-P again will resume the game.

VOLUME
You may adjust the playback volume of BAD DAY ON THE MIDWAY by hitting the number keys:
0 (sound off) through 9 (loudest).

HIDE/SHOW MENU
Hitting COMMAND-M on a Macintosh, or CONTROL-M on a Windows system will hide or reveal
the menu bar at the top of the screen.

QUITTING
You may quit at any time by hitting COMMAND-Q on a Macintosh,
or CONTROL-Q on a Windows system.

A PLAYER ENTERS THE WORLD OF BAD DAY WITHIN THE CHARACTER OF TIMMY, A SWEET AND INNOCENT YOUNG BOY.

And while Timmy's innocence does offer some degree of protection from the currents of treachery surrounding the other characters, the player must eventually leave Timmy.

FOR IT IS ONLY WITHIN THE SORDID PERSONALITIES OF OTHER MUCH LESS WHOLESOME HOST-CHARACTERS, THAT ONE CAN UNCOVER THE SECRETS AND POSSIBLY SURVIVE THE ALL TOO HUMAN PERILS OF BAD DAY ON THE MIDWAY.

GAME PLAY

Everyone understands the idea of the anti-hero: the person who ultimately accomplishes the same goals as a traditional "hero," but in a way that allows him to exploit the negative or darker parts of his personality. In a similar way, by focusing on the darkness of its characters, THE RESIDENTS' BAD DAY ON THE MIDWAY becomes an ANTI-GAME. Just as the anti-hero eventually becomes a hero, the anti-game ultimately becomes a game. The following is a description of several key elements of BAD DAY ON THE MIDWAY game play.

CHARACTERS - BAD DAY ON THE MIDWAY focuses on characters and their stories. The player may remain within a character, while meeting other characters and examining the various midway exhibits, or enter another personality. The Crystal Ball indicates the user's host-character. The face in the crystal ball changes as the player assumes different hosts. No matter which character the player chooses to inhabit, the thoughts of that person are displayed for the player to read.

THOUGHTS - The thoughts of the current host-character are always displayed on the screen. These thoughts have several purposes, one of which is entertainment. However, there are times when clues to a character's potential destiny are exposed in these thoughts.

STORIES - An over-arching plot, in which each of the characters has a specific role and agenda, definitely exists but the outcome of this plot is flexible, depending upon choices made by the player during game play. Survival is the only obvious goal and the reward for surviving this monumentally BAD DAY is nothing more than the ability to leave this doomed whirlpool of pain and depravity.

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MOVEMENT - Whether moving from location to location or changing from one character to another, the most satisfying game play will most likely result from constant movement. Bad things happen when a player remains within any character or location for too long.

LUCK (mostly bad) - Because of the role of randomness in BAD DAY ON THE MIDWAY, it is almost impossible to play the game the same way twice. If a player encounters difficulty in reproducing a certain situation, he or she should consider it as a phenomenon similar to searching for lost scissors. Only the act of giving up and pursuing another goal will allow the potential reappearance of the desired condition.

AGENDAS - Each character has a specific agenda which motivates him or her throughout the game. As a character gains new information, this agenda can change over time. The passage of time is an important game element of BAD DAY ON THE MIDWAY. At certain intervals a clock will appear on the screen in the area near the crystal ball to make the user aware that time is passing.

LOCATIONS - All characters have limitations not only as to where, but when they can enter a specific location. These limitations are always based on the role and the motivation of a character. As a player comes to understand the characters better, the ability to predict a character's access to a location becomes easier. Also a character's ability to enter certain locations can change over time as that character's motivation and interest changes.

If the player wants to enter a specific location and his host-character is blocked from entry, the player must change to a another character who is capable of going into the desired location.

CURSORS - Cursors have been designed to intrude on game play as little as possible. Also all character interactions, games, stories, rides, etc are devised to allow interruption by the user at any point; implementation of these interruptions is indicated by cursors or EXIT signs.

⬆ Go forward

⇨ Go right or step back

⇦ Go left or step back

🚫 Off limits area

Holding down the mouse button allows the user to "run" through the Midway

🔘 This cursor is a general indicator of interactivity and appears when the cursor moves over an interactive position. During game play the player can assume the identity of another character by clicking on that character when this cursor appears.

😐 This cursor appears when an assumable host-character is present but the cursor is not over an interactive position. Clicking when this cursor appears will cause a character to walk away.

PLACES TO GO

ULTIMATELY, MOVING AROUND WILL MAKE THE DIFFERENCE BETWEEN DEATH AND SURVIVAL.
A PLAYER SHOULD REPEATEDLY VISIT EACH OF THE ATTRACTIONS
AND EXHIBITS ON THE MIDWAY.

KILL A COMMIE SHOOTING GALLERY

SPERM WHALE GIVING BIRTH TO AN ELECTRIC EEL

OSCAR THE RACING RAT

MARVELS OF MAYHEM

LOTTIE THE HUMAN LOG

DAGMAR THE DOG WOMAN

THE THREE-HEADED ABOMINABLE SNOWMAN SKELETON

EYE OF THE MANIAC

MADAME MANDRAKE

TORTURES TOP TEN

PEOPLE

DIXIE

The Midway is going under. After years of marginal survival under the guidance of her husband, Ike, the management of a small carnival on the sorry side of town has fallen to Dixie. All she ever wanted from life was to be a singer and have a baby, but somehow she wound up with a husband in a coma, a blackmailer on her back, and a tax man at the door.

OVER AND OVER AGAIN, DIXIE'S MOTHER HAD TOLD HER THAT LIFE WAS HARD, BUT...

TIMMY

School was out for the summer and his best friend had to go to the doctor, so Timmy was faced with a whole day with nothing to do. At first he thought about making a cross to mark the grave of his dead hamster, but then he remembered one of his brothers talking about an old rundown carnival over by the river. His mom and dad would never let him go there alone, but maybe he could sneak out and leave a note.

HE COULD ALWAYS SAY THAT HE WAS GOING TO THE LIBRARY...

THE COMA MAN

His mind is a whirlpool of images and sounds. Past lives merge with future fantasies resulting in an endless blur—a fuzzy fog that knows nothing of the chaos currently undermining the meager structure supporting his seemingly mindless existence. An accident. There was an accident back there somewhere. An accident where everything went terribly wrong, but it no longer seems important to him.

IT MIGHT BE NICE TO WAKE UP, THOUGH... ONE OF THESE YEARS

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His whole life was devoted to truth. And not the simple easy truths, but the kind of deep dark unpleasant realities that are constantly suppressed by weak minds; by those who lack the courage to see life as it really is. Maybe he buried a few secrets along the way, but the trail of truth is tricky, and sometimes a man has to find it alone, in ways that other people just don't understand. But someday they would.

AFTER ALL, IKE'S TRUTH WAS THE TRUTH...

IKE

They always laughed at him. The kids at school, guys at the racetrack, even Edna, his wife. They always laughed at him. But that was before—when he was timid, when he was a loser, when he was Arnold. But not any more. Now he's Otto, and Otto has the letter and Otto has power and Otto has a good luck charm—Oscar, the smartest, sweetest rat in the world.

NOBODY LAUGHS AT OTTO

OTTO

Something burned inside him. Not so much when he was young, but then they took him away from all the other rats and it got worse, much worse. It chewed, gnawed, clawed at his insides and made the world turn red, but it never went away. Then he was falling and wet—wet forever until he finally found himself running around and around, not knowing where or how, but occasionally seeing an opening and realizing that all he had to do was wait and the chance would come. And it did.

AND NOW IT WAS TIME TO TURN THE BURNING LOOSE...

OSCAR

JOCKO

Jocko knew there weren't any breaks in life. No four leaf clovers, no fairy godmothers and, most of all, no happy endings. You get what you take and take what you can get away with. But maybe, just maybe, he'd gotten lucky for once. A cripple in a wheelchair, his love starved wife and bars of gold. Jackpot. He almost had it once, until somehow it all went wrong. But he knew he still could make it happen.

HE HAD TO TRY ONE MORE TIME, JUST ONE MORE TIME...

LOTTIE

Lottie knew about tough times. Car accidents, skin disease and a husband killed by a falling tree all added up to a life full of more misery than most could ever imagine. But Lottie was not one to wallow, and if the purses she eventually made were not exactly silk, surely there was nothing wrong with burlap. You grit your teeth, you wipe your eyes and you go on. But she noticed that it wasn't that way for her son, Ted. Poor little Ted, he took everything so seriously.

BUT SHE WAS SURE HE'D GROW OUT OF IT... SOME DAY

TED

The world is an ugly place and nobody knows it better than Ted. As a magnet for misery, Lottie's son finds ugliness like matches find fire. And just as fire frees the energy lying dormant in all it embraces, Ted attempts to free the suffering he sees inside of all living creatures. And because of his willingness to share this burden of pain, Ted unknowingly aspires to a type of nobility, but not one that's easily appreciated.

NOT EVEN BY HIMSELF

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As a tattooed stripper literally defined by the men with whom she has been involved, Dagmar both loves and hates the opposite sex. And because they consistently never live up to her own unrealistic expectations, she also loves TO hate them. As she has gotten older, Dagmar has attempted to transfer some of this misguided affection onto her pets, but like all true idealists, her passion only awaits a flame hot enough to melt away the armor one more time.
MEANWHILE DOGS WILL DO

DAGMAR

If reality was the same as propaganda or history, then perhaps there might be more people like the IRS Man. He believes so strongly in the idealistic mythology of his country and this belief is so reinforced by isolation, that he has somehow managed to create a minor state of perfection within his closed and self righteous world. But thankfully the real world is not quite as predictable as that of the IRS Man.
HE'S ABOUT TO HAVE A BAD DAY

THE IRS MAN

The Residents have designed Madame Mandrake, the fortune teller, as the ultimate help device. Madame Mandrake is actually based on a similar apparatus which has aided The Residents' decision making process for over twenty years. After much debate, The Residents have finally decided to make a computerized version of the device available in BAD DAY ON THE MIDWAY. In moments of confusion, a player should never hesitate to seek the aid of Madame Mandrake.

MADAME MANDRAKE

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TECHNICAL SUPPORT

IF YOU EXPERIENCE ANY TECHNICAL DIFFICULTY WITH THIS PRODUCT, PLEASE CALL:

1-800-741-3043

For technical support related to hardware or system software:

APPLE COMPUTERS CUSTOMER SUPPORT:

1-800-767-2775

MICROSOFT CUSTOMER SUPPORT:

206-454-2030

CREATIVE LABS:

405-742-6660

DIRECT QUESTIONS OR COMMENTS RELATED TO GAME PLAY TO INSCAPE

BY WAY OF OUR EMAIL ADDRESS:

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http://pathfinder.com/inscape

OR THROUGH THE MAIL SYSTEM:

iNSCAPE

PO BOX 251829

Los Angeles, CA 90025

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TROUBLESHOOTING

FOR WINDOWS

1. Make sure Virtual Memory is enabled and your swap file size is at least 4MB for Windows 3.1. For Windows 95, you should choose to let Windows manage your Virtual Memory setting. Your PC should have at least 8MB of RAM installed in order to run BAD DAY ON THE MIDWAY properly.

2. Be sure to turn off all unnecessary TSRs before running BAD DAY ON THE MIDWAY, including non-Windows Desktop Manager programs.

3. Make sure your CD-ROM drive and sound card are installed in your system with the appropriate driver software.

4. If you experience General Protection Faults or strange looking images, be sure you have the latest display driver for your video card and your monitor is set to display 256 colors.

FOR MACINTOSH

1. In the Monitors control panel, set your monitor to 256 colors.

2. Close all open windows on your desktop.

3. Quit all applications before running BAD DAY ON THE MIDWAY.

4. Turn off all extensions except
   QuickTime™
   QuickTime™ PowerPlug (for Power Macintosh)
   Sound Manager
   Apple CD-ROM, or your third party CD-ROM Drive Extension.

5. In the Memory Control Panel, turn off virtual memory and make sure you are running in 32 bit mode.

After going through steps 4-5, restart your computer, insert the BAD DAY ON THE MIDWAY CD and run BAD DAY ON THE MIDWAY.

PLEASE SEE THE README FILE INCLUDED WITH THE CD-ROM FOR MORE DETAILED INFORMATION.

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**FOR A COMPLETE LIST OF
CREDITS, PLEASE SEE THE
CD-ROM.**

•THE RESIDENTS•

Inhabiting the space between fantasy and reality, the anonymous Residents have occupied virtual reality for almost 25 years. During the 1970's, they existed as a mostly mythical rock n' roll band. But, while this image represented both marketability AND social relevance two decades ago, they soon became bored with an idea that they saw as both limiting and old fashioned. On the basis of three world tours, The Residents were regarded as one of the world's foremost performance art groups during the 1980's. While both performance and their invention of music video did stretch the boundaries or their virtual world, The Residents were still not satisfied. Finally, in the 1990's, their time has clearly come. In a culture that worships only illusion, reality has obviously become obsolete. With watchful eyes on the future and affection for the past, The Residents can only welcome the coming AGE OF VIRTUALITY with the first words they ever wrote: "Om is where the art is, God is where a fart is." Thank you.

•JIM LUDTKE•

Jim Ludtke is a San Francisco–based digital artist who has been working on the Macintosh since 1986. His studio LUDTKE DESIGN focuses on the creation of 3-D illustration and animation for multimedia. A previous collaboration with The Residents resulted in an interactive CD-ROM entitled The Residents' FREAK SHOW, released in January 1994. His animation work has been shown internationally, including The Museum of Modern Art in New York City and the Dentsu Gallery in Tokyo.

•THE CRYPTIC CORP.•

Adroit management of extensive property holdings through the boom period of the early 1970's had created a situation in which a group of businessmen found themselves with a secure financial future and little creative challenge. With this need in mind, these businessmen formed The Cryptic Corporation in 1976 for the sole purpose of becoming The Residents' primary business and public relations interface.

The Cryptic Corporation: 604 Mission Street, Suite 300, San Francisco, CA 94105
For information on The Residents call 1-800-795-3933.
Visit the Residents' web page at http://www.csd.uwo.ca/~tzoq/Residents/

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